

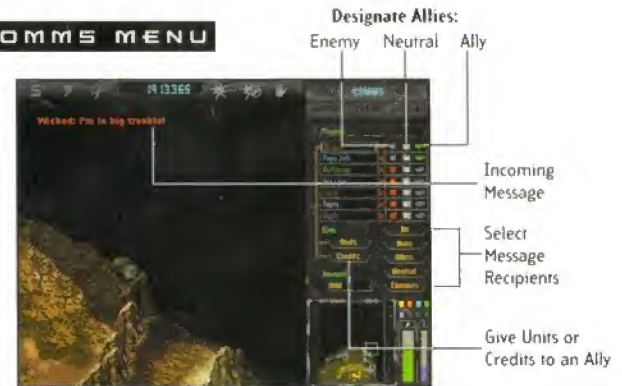
MENU DESCRIPTIONS

DARK REIGN
THE FUTURE OF WAR

BUILD MENU



COMMS MENU



ORDERS MENU



PATHS MENU



Note: As a general rule for navigating through menus or for moving across the map, you can always right click and drag to scroll.

KEYBOARD COMMANDS

OPTIONS MENU



Load Game
Save Game
Delete Game

Saved Games
Sound Effects
Volume
Music Volume
Game Speed
Scroll Speed
Display Mission Objectives
Restart Mission
Exit Mission
Exit Game

SPECIAL FUNCTIONS MENU



Make a Scout or Infiltrator take the Shape of a Natural Object or Enemy Unit

Make a Raider, Mercenary, or Phase Tank go Underground

Set a Point at which Newly Produced Units will Gather

Return a Morphed Unit to its Normal State
Self Destruct a Tachion Tank
Move a Group of Units and Reassemble in Formation
Sell Water Before Your Water Launch Pad is Full for a Fee (or Double-Click on Credits Display)
Pack Up a Freedom Guard Building into a Base Mover Vehicle

Assigns a unit to a group, erasing all other group affiliations.	Ctrl + #s
Selects appropriate group	#s
Assigns a unit to a group, allowing it to be a member of multiple groups	Alt + #s
Returns player to the Unit Build Screen	B
Options Menu	Esc
Paths Menu	P
Lay down waypoints.	(hold) Tab
Orders Menu	O
Comms Menu & Message Box	Enter
Comms Menu	C
Special Functions Menu	~
Lists hot keys.	F1
Pause game	Pause
Print screen	Print Screen
Change Music Track	Kpad +/-
Attack	A
Attack Without Moving	Shift A
Decoy Menu	D
Select all units on screen	E
Formation move	F
Center on Primary HQ	H
Initiate unit Special Function	I
Self Destruct	Shift D
Center on Last Game Event	Space Bar
Move	M
Select next unit	N
Set Building Staging Area	Home
Repair/Heal	R
Re-Arm	W
Stop	S
Scatter	X
Turn Units	T